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TRADE FEDERATION MTT

Multi-Troop Transport

The Trade Federation

Battle droid troop carrier

DeAGOSTINI

LUCAS BOOKS

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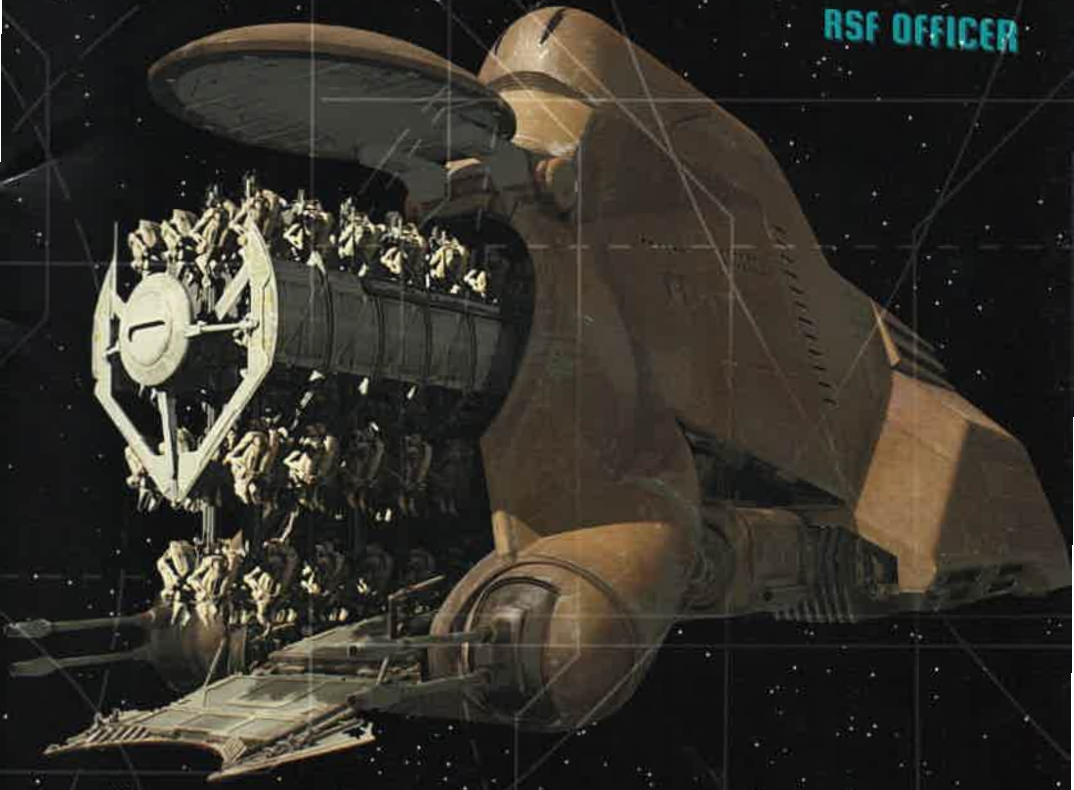
STAR WARS

"I SAW SOME STAPS CHASING A LANDSPEEDER, AND ONE OF THEM COLLIDED WITH THE MTT. THE COLLISION PRETTY MUCH VAPORISED THE STAP."

RSF OFFICER



One of the stalwarts of both the Trade Federation and Separatist military forces, the fearsome MTT was more than just a repulsorlift troop transport. Heavily armoured and relatively well armed, it was a weapon in itself, capable of shooting enemy air support from the sky and crushing their fortifications into dust.

THE MTT

TOUGH NUT TO CRACK

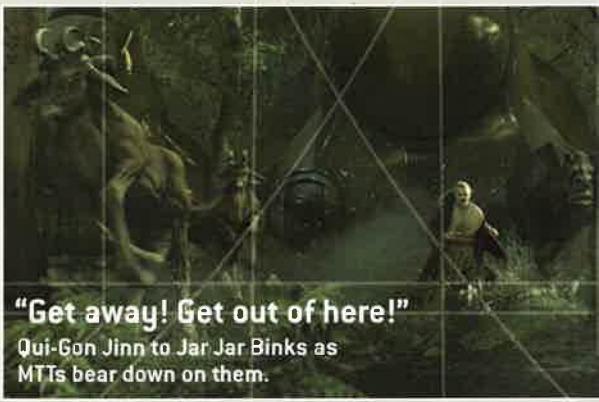
When Trade Federation Viceroy Nute Gunray began a massive expansion of the Federation's military forces, he had to do so with a degree of subtlety and speed that made much of what was being attempted quite challenging. Baktoid Armour Workshop did not have the time to design everything from scratch.

When the Trade Federation geared up for war, the essence of the MTT was already on the design boards, although it was heavily modified to match Nute Gunray's requirements. The process saw the original open interior, designed to convey living soldiers into battle, converted to carry deployment racks full of battle droids – 112 to be precise. However, the open interior configuration was retained for transporting up to 20 droidekas.

Hidden Dangers

Initially, the deployment of the MTTs throughout the Trade Federation fleet was explained away as the rolling out of a new mobile cargo pod. With its weapons and the droid deployment racks added secretly, the vehicle did indeed closely resemble just such a cargo carrier. When the two pairs of twin 17kv blaster cannons were fitted, however, the presence of so much armour at the front of the

vehicle made chilling sense. The blaster cannons were fitted on ball turrets and were capable of tracking and destroying fast-moving targets such as air support craft or speeders. They were primarily designed to suppress enemies ahead of the deployment of the battle droids from their storage racks, which folded out under the level of the guns. The heavy front armour allowed the MTTs to withstand significant weapons fire and to smash through enemy structures. A regular tactic for the Trade Federation was for the MTTs to deploy their troops directly within the buildings they had broken through into, and whose defenders and defences they had simply ignored.



"Get away! Get out of here!"
Qui-Gon Jinn to Jar Jar Binks as MTTs bear down on them.

Drive On

The greatest weapons the MTT had were its repulsorlift drive engines. A rack of Kuat Drive Yards Premion Mk II generators pumped out more than enough power to keep both the engines and the battle droids carried by the MTT fully charged. Already very powerful simply to lift the vehicle, the repulsorlifts gave the MTT a flight ceiling of four metres and a maximum speed of 35km/h. Combined with the weight of the vehicle and the armour, this meant the MTT was almost unstoppable. The droid crew keeping the whole thing moving included an overall controller who monitored the vehicle's performance, a pilot, a co-pilot/gunner/engineer, and a rack operator.

FORWARDS!

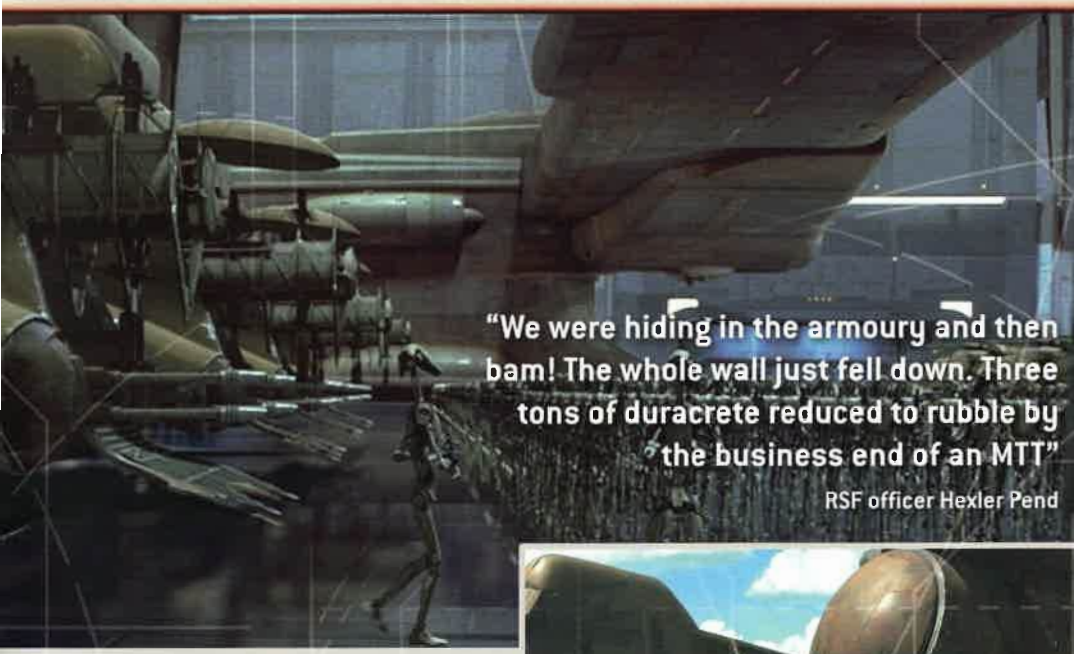
THE MTT IN ACTION

The Invasion of Naboo was the first combat deployment of the Multi-Troop Transports designed and built for the Trade Federation by Baktoid Armour Workshop. Despite having only had limited testing, the MTTs were very effective, but only up to a point. The vehicle itself was a success, but other aspects needed work.

During the Battle of the Grassy Plains, and during a number of assaults on Naboo strongholds, the time it took for the racks of battle droids to deploy allowed opponents a great deal of time to react and to prepare before the droids were activated. A quick redesign saw the MTTs deploy their droids from a standing position four at a time, ready to march out from the front of the vehicle, firing as they came if necessary.

Monstrous Appearance

This wasn't the only improvement that time and experience brought to the MTT. The main drive engines and coolant systems vented their gases straight down under the vehicle. The storm of hot, buffeting wind served to increase the monstrous appearance of the vehicle. The motors for the racks vented exhaust gases through side vents at the rear of the vehicles. During the invasion of Naboo, and other early combat deployments, it was discovered that strikes to the rack drive heat exhaust vents and to the cooling systems under the MTT quickly caused the vehicles to overheat and malfunction. Later models had additional armour added to these areas. One early model that was damaged in a chance collision with a STAP crashed and sank into a swamp, sending up a great billowing cloud of steam as it vanished from sight. The MTT was recovered by the combined ingenuity of the Naboo and Gungan people, and was used to smuggle Queen Amidala and her troops into Theed.



"We were hiding in the armoury and then bam! The whole wall just fell down. Three tons of duracrete reduced to rubble by the business end of an MTT"

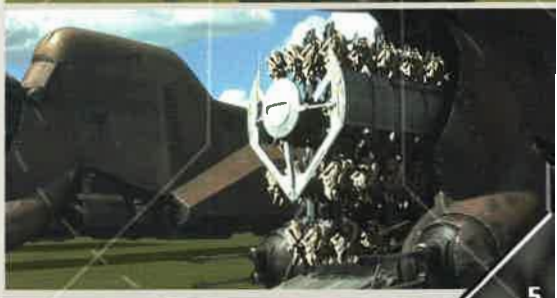
RSF officer Hexler Pend

Non-Standard Use

The MTTs were not always found in combat. During the CIS occupation of Ryloth, Techno Union leader Wat Tambor had the droid deployment racks removed from a number of MTTs so he could use them to transport the valuables he had stripped from the native Twi'lek population. Republic forces were able to exploit this, using one of Tambor's 'treasure transports' to help them gain access to the CIS compound and to capture Wat Tambor.

No Successor

Early on in the Clone Wars, Baktoid sought to develop an alternative to the MTT. Called the Multi-Utility Transport, or MUT, there was even a space transport version. Designed to be more flexible and easier to adapt to different battlefield roles, the MUT nevertheless failed to make inroads into the CIS or Trade Federation military. The MTT came armed as standard (the MUT was unarmed) and, crucially, the MTT was cheaper.



THE TRADE FEDERATION

GREED PERSONIFIED

For their part in the Clone Wars – which included the Invasion of Naboo and the formation of the Confederacy of Independent Systems – the Trade Federation has entered galactic history as aggressive, greedy, evil warmongers. However, this was not always the case.

The Colonies Region was, as the name suggests, the first major area of expansion for the peoples of the Core Worlds. This expansion began even before the creation of the Republic, some 25,000 years or more before the Clone Wars saw its demise. The colony worlds eventually sought independence, and the fledgling Republic was on hand to do what it could to minimise conflict. Meanwhile, the expansion and development of the region continued. One of the worlds that was colonised in this time was rich in resources, but its swampy environment made life a struggle. The Duros who went there began to evolve into an entirely separate species – the Neimoidians.

Federation Formation

Thanks to a comprehensive trade network of hyperspace routes, and the moving of much of the major (and polluting) industry from the Core Worlds, the Colonies Region became very wealthy, and was home to a great many companies. Over the millennia, as the colonised galaxy expanded, the network of corporations became an intricate and deliberately complex web of ownership and influence. Finally, about 300 years before the Clone Wars, a group of traders, shipping corporations and other related businesses came together for mutual protection. Founded in the Colonies Region, this new Trade Federation was openly critical of the Republic from the very beginning. This was partly due to the fact that promises of protection and good governance were already being broken – the sprawling galaxy overstretched the Republic's resources. Privately, the members of the Trade Federation saw that as an opportunity to make even greater profits. By controlling the majority of shipping, particularly to the vulnerable Outer Rim Territories, the

"This is an odd play for the Trade Federation..."

Qui-Gon Jinn

PROFILE

Trade Federation

Founded

350 years before the Battle of Yavin

Dissolved

Nationalised approx. 18 years before the Battle of Yavin

Management

Viceroy leading a Directorate committee

Primary Business

Shipping conglomerate

Trade Federation began to flex its muscles. Such was its power, it demanded and was granted a seat in the Galactic Senate, where its envoys looked after the Federation's interests and further spread its influence.

Military Trade

The fall of the Trade Federation came thanks to the avarice of Neimoidian Nute Gunray. His ambition and naivety was recognised by Sith Lord Darth Sidious. He ensured that Gunray's greed was given free rein, and saw to it that Gunray became Viceroy of the Trade Federation. After Gunray's opponents in the Directorate were

assassinated, the new Viceroy was able to fill the vacant positions with his own Neimoidian supporters. After that, Darth Sidious called in the favours he was owed. He insisted that Gunray begin a massive, secret arms programme, expanding the Federation's military in advance of Sidious' planned galactic conflict. After a disastrous failure at Naboo, the Trade Federation was told to disband much of its military. Instead, the majority of it was simply hidden in the Outer Rim Territories, stockpiled but ready for use. Gunray was drawn to support Count Dooku, secretly Darth Sidious' apprentice. As a result, the Trade Federation were one of the most enthusiastic signatories to the creation of the Confederacy of Independent Systems. Its droid armies became an integral part of the Separatist forces in the ensuing Clone Wars.

Battle Droids

Designed by Baktoid Combat Automata, the B-series battle droid – particularly the B1 – was easily the most numerous military infantry unit in the history of the galaxy. Unthinkable millions of the B1s were manufactured and destroyed during the Clone Wars. They had little independent capabilities, relying on a central

"Battle droids?"
"It's an invasion army!"
Qui-Gon Jinn and Obi-Wan Kenobi

Absorbed

The CIS and the Trade Federation were to lose the Clone Wars in the end. Gunray himself, a member of the Separatist Council, was killed on Mustafar. His replacement, Acting Viceroy Sentepeth Findos, was made to sign a treaty with the Empire. At gunpoint, he signed over the Trade Federation's assets. By the time the Death Star was destroyed over Yavin, the Trade Federation had been fully nationalised and absorbed into the Galactic Empire.

control computer and sheer weight of numbers to prevail. The heavier B2 battle droids were better armed and armoured, and were more independent. However, there were comparatively fewer B2s than B1s – the super droids were more expensive, and the Trade Federation wanted to maintain their profits.

Vulture Droid Starfighters

The starfighter equivalent of the B1 battle droid, vulture droid starfighters swarmed around Trade Federation capital class starships and ground installations. Fast and relatively cunning, these unshielded starfighters were a dangerous foe, fielded as they were by their many hundreds.

Droid Control Ships

Based around a *Lucrehulk*-class freighter, the Droid Control Ships contained the supercomputers that controlled the Trade Federation's droid armies. Heavily armed, heavily armoured and heavily shielded, they needed luck and a capital ship assault to guarantee they were brought down – either that or the efforts of a young Jedi.

THE PLATOON ATTACK CRAFT

TRADE FEDERATION TROOP CARRIER

The Trade Federation always had one eye on saving money and maximising profits, even when it came to the military that protected it. MTTs were all fine and well, but they were expensive. Something cheaper was needed for general troop deployment.

Stripped to basics, all that the Multi-Troop Transport really did was to carry a droid deployment rack to where it was needed. Trade Federation military advisors recognised the need for a fast deployment vehicle that could move troops up to the front lines but not necessarily into an actual combat. Under those circumstances, sufficient cover could be given by the Federation's STAP and AAT patrols for a lightly armed and armoured transport vehicle to move in. Trade Federation credit-counters went to work on the proposals, and Baktoid Armour Workshop was charged with designing an unarmed, armourless carrier.

Slithering and Delivering

Baktoid designed everything with one eye on giving it a fearsome, bestial quality. Even on something as pared-back as the aggressively-named Platoon Attack Craft they achieved this, basing its design on a large, predatory centipede. The designers went so far as to give the carrier greatly foreshortened, pointed mandibles on the 'jaw-line' up front. The vehicle was 26 metres long, and was based on a civilian repulsorlift cargo sled. The drive unit was a standard, off-the-shelf model with a 4 metre flight ceiling and a 50km/h maximum speed. A floodlight was mounted up front to assist the pilots. Landing skids under the main chassis kept the vehicle off the ground when it touched down. It was driven by two OOM pilot battle droids, one out front, and one behind that one. The rearmost droid acted as rack operator when the troops were being picked up or dropped off. The deployment rack was identical to those used by the MTTs, and similarly carried 112 armed and ready battle droids. Unlike the MTT, however, there was no option to recharge those droids, nor could the PAC act as a forward control centre if needed. The Trade Federation's accountants had wanted something cheap, basic and effective, and that's what they got.

Platoon Attack Craft PROFILE

Manufacturer
Baktoid Armour Workshop

Length
26 metres

Maximum Speed
50km/h

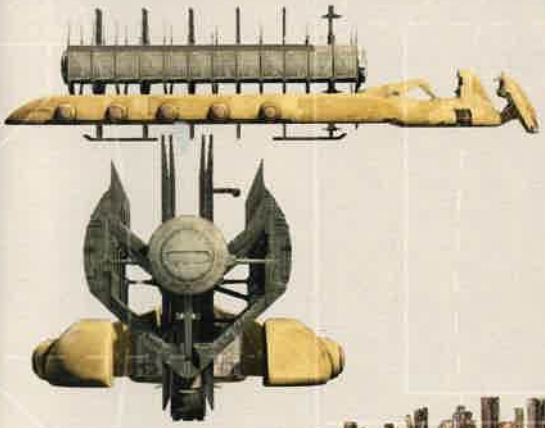
Flight Ceiling
4 metres

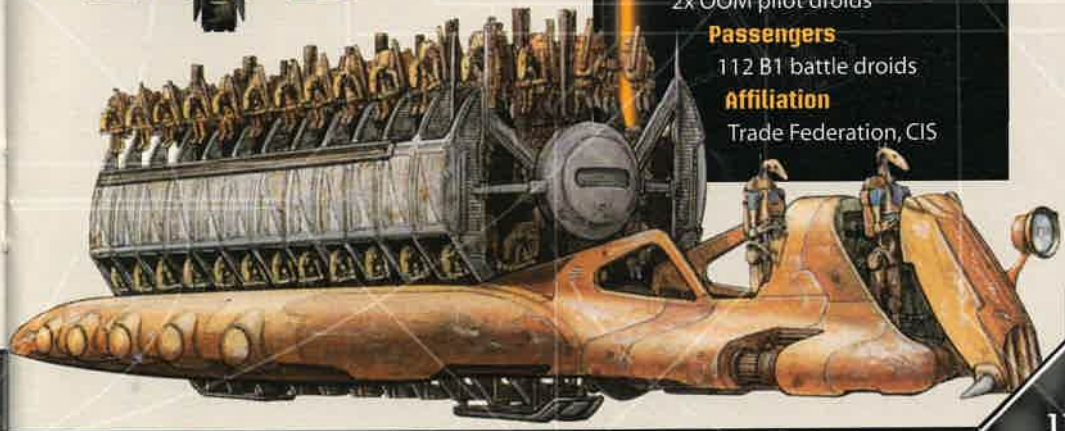
Weapons
None

Crew
2x OOM pilot droids

Passengers
112 B1 battle droids

Affiliation
Trade Federation, CIS





THE TRADE FEDERATION MULTI-TROOP TRANSPORT

HEAVY LANDING CRAFT

Often accompanied by the lighter, faster Platoon Attack Craft, the Multi-Troop Transports saw action in almost every conflict of the Clone Wars. This included the Battle of Kashyyyk, where both MTTs and (in defiance of their intended battlefield role) PACs were deployed during fighting at the Wookiee's Kachirho city on the Wawaatt Archipelago.

MULTI-TROOP TRANSPORT

Type
Repulsorlift troop transport/deployment vehicle

Manufacturer
Baktoid Armour Workshop

Size
31m long, 13m high

Maximum Speed
35km/h

Maximum Altitude
4 metres

Engines
Kuat Drive Yard Premion Mk II power generators

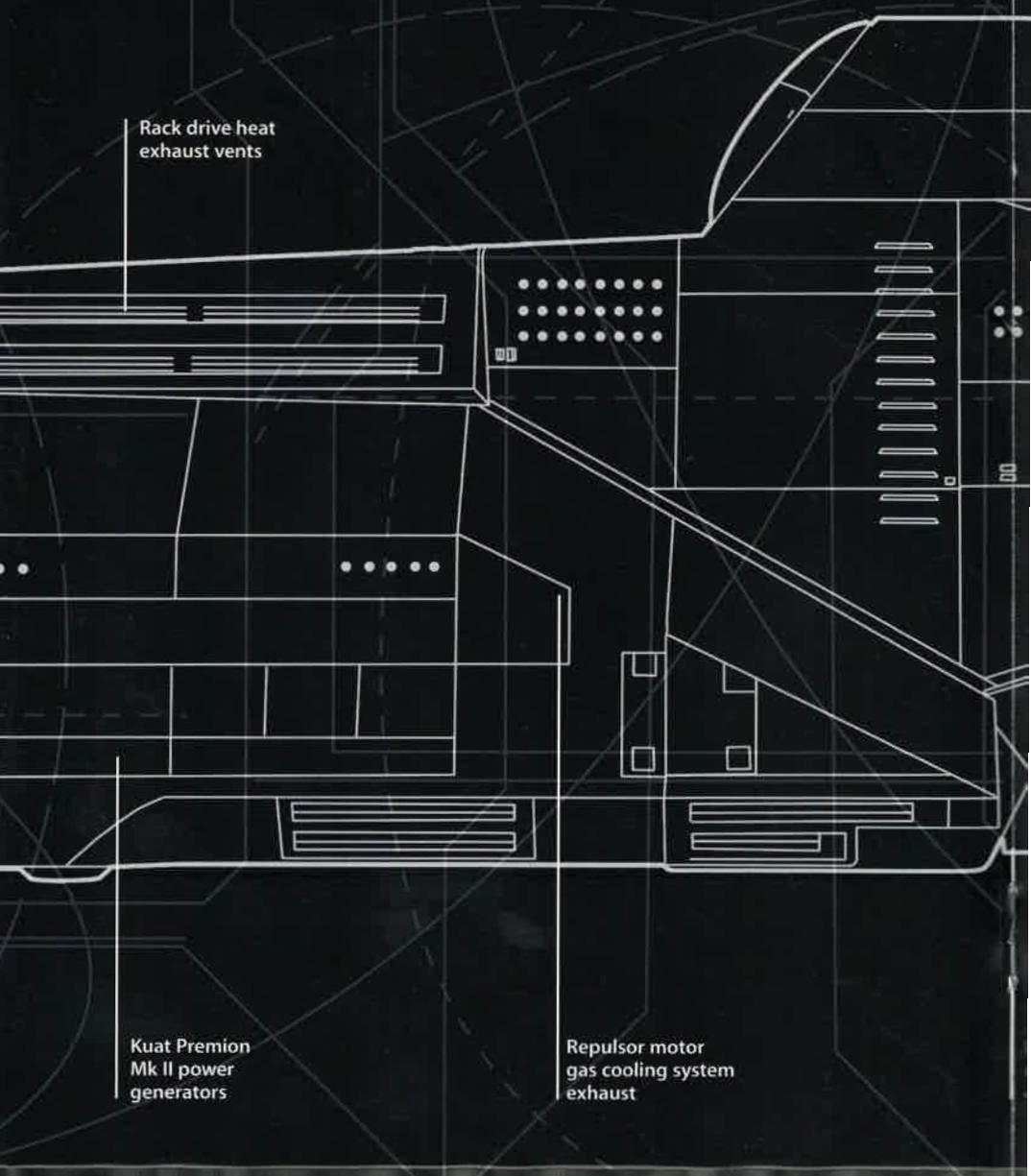
Weapons
2x twin 17kv blaster cannons turrets

Crew
4x OOM B1 battle droids
(1x pilot, 1x gunner/engineer, 1x rack operator, 1x controller)

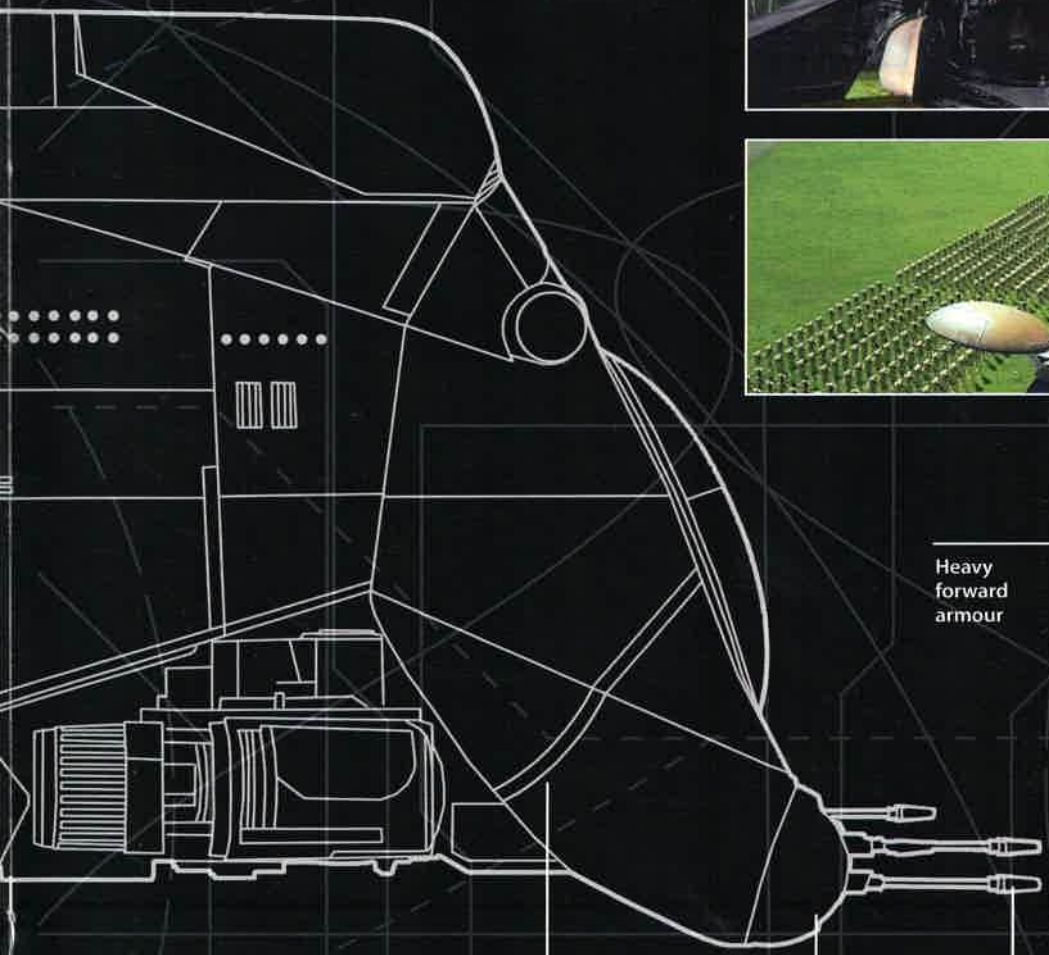
Passengers
112 battle droids or 20 droidekas

Affiliation
Trade Federation, CIS

The troop deployment racks were lifted out of the Multi-Troop T
drive engine and extending arm positioned at the back of the ve
built into the opening at the front of the MTT steadied the rack a



ransports by a large
ehicle. A repulsor ring
as it emerged.



Control room

Quite a Boost

The MTT cockpit featured a control signal receiver that was powerful enough to boost the droid control signal for battle droids in the immediate vicinity of the vehicle. This effect, multiplied when numerous MTTs were fielded together, helped the battle droid control signal to punch through localised interference. Coupled with the fact that the MTTs could recharge battle droids returned to its storage racks, the transports acted almost as forward command posts. However, for repairs to their droids, or for replacement units, or to deal with their own damage, MTTs had to return to the C-9979 landing craft.

Main troop deployment hatch

blaster cannons

Ball turrets

Twin blaster cannons

THE COLICOIDS

CANNIBALISTIC CREATORS

During the Clone Wars, one of the droid types most feared by the forces of the Galactic Republic – including the Jedi – were the droidekas. They had been designed by one of the most unpleasant and dangerous sentient species in the galaxy, the Colicoids.

Colla IV was a murky planet in the Colla system in the Inner Rim Territories. For as long as could be remembered, the system had been avoided by all but the most desperate or the most determinedly well-prepared. This was because the insectoid Colicoids had a tendency to waylay travellers – and then eat them.

Deadly Designers

Despite their deservedly fearsome reputation, the cannibalistic Colicoids had an equally well-deserved reputation as designers of droids, weapons and even starfighters. Colla IV had been a training ground for the Colicoids' techniques of death-dealing, and they applied this very successfully to the unique, rare and expensive designs and products of the Colicoid Creation Nest. Occasional contact with the Republic, particularly the Jedi, had left the Colicoids bitter toward 'interfering' galactic government. They didn't like being warned not to kill and eat interlopers. That fact, plus a lot of credits and 50 huge shiploads of exotic meat, sealed the deal when Viceroy Nute Gunray asked the Colicoids to design heavy weapon security droids for the Trade Federation. The Colicoids created the droideka, giving it the ability to curl into a ball and swiftly roll into or away from a fight – something the Colicoids themselves could do.

Spice of Life

When, after the Battle of Naboo, it looked like one of their biggest customers was in trouble, the Colicoids took over the running of the spice mines of Kessel. They even negotiated for the rights to a spice processing plant on Nar Shaddaa. However, when the Separatist Crisis became the Clone Wars, the Colicoids eagerly joined the CIS. The insects designed the droid tri-fighter, the dreaded buzz droids, and even the *Droch*-class boarding ship for the Confederacy of Independent Systems.

Relocation

The Colicoids might have been vicious and might have more than occasionally eaten their own kind, but they were very far from stupid. When the Empire arose from the smouldering embers of the Clone Wars, the majority of the insectoid species abandoned Colla IV and set up home on a remote planet in the Tion Cluster, at the extreme edge of the Outer Rim.

Colicoid society was ruled with brutal efficiency by the Colicoid Sovereign Nest.

BAKTOID ARMOUR WORKSHOP

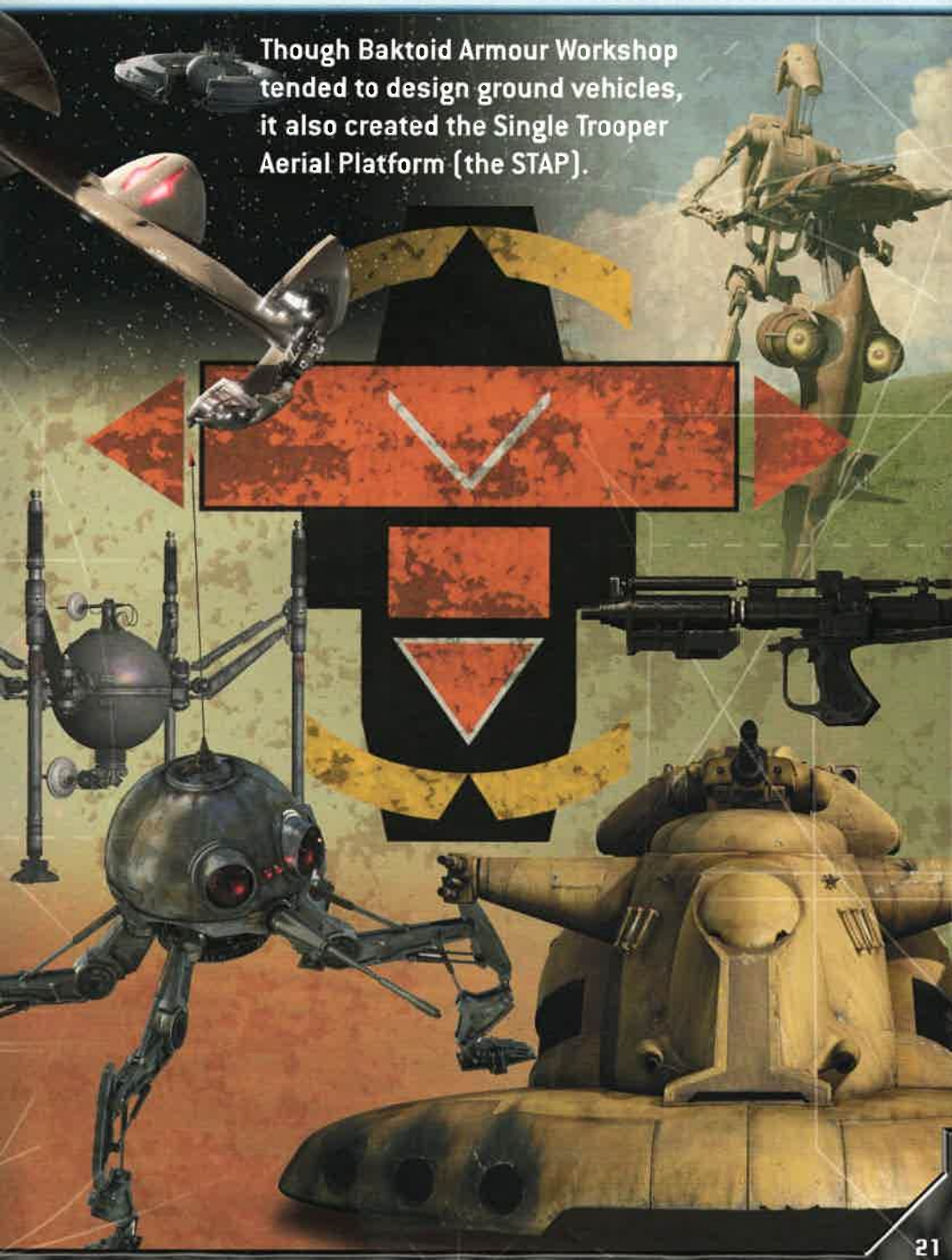
ARMING THE TRADE FEDERATION

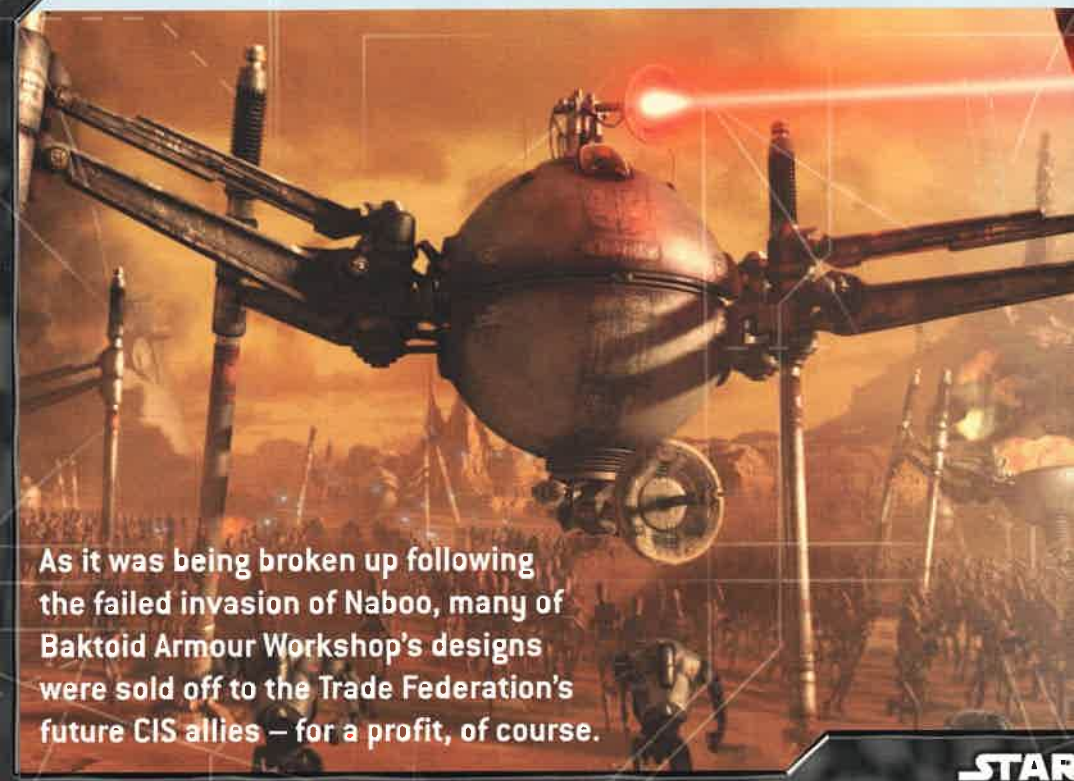
One of three sections of Baktoid Industries, Baktoid Armour Workshop created the tanks, ground transports and even combat droids for the Trade Federation. Despite being owned by the Federation, and despite doing much excellent work, the company was a casualty of the failed invasion of Naboo.

The holding corporation known as Baktoid Industries consisted of three separate arms: the Armour Workshop, Baktoid Combat Automata and Baktoid Fleet Ordnance. The precise ownership of the Baktoid Industries was corporately complex. The Trade Federation wholly owned Armour Workshop, though Techno Union representative Wat Tambor was executive officer. Both the Trade Federation and the Techno Union owned Combat Automata, creators of the B-series battle droids, and Fleet Ordnance, which designed and built the likes of the Heavy Missile Platform.

Baktoid Battle

It was the Trade Federation that provided all of the funding for the development of the ground units for the massive military expansion ahead of the Invasion of Naboo. Despite working to a crushingly early design deadline that saw some vehicles being adapted from existing designs, Baktoid created some of the most fearsome vehicles ever fielded – and within the Trade Federation's often ridiculously meagre budget. Despite the undeniable quality of the work, the Neimoidian-controlled invasion was defeated. The Galactic Republic came down hard on the Trade Federation, demanding that it disarm. As part of the efforts to show it was complying with the edicts (and to conceal the fact that it was privately continuing to arm itself), the Trade Federation very abruptly dissolved Baktoid Armour Workshop. Quietly, its more remote manufacturing facilities were turned over to other Trade Federation and Techno Union companies, including the other Baktoids. The Armour Workshop designs were also spirited away, with the vehicles serving the Confederacy of Independent Systems throughout the Clone Wars.

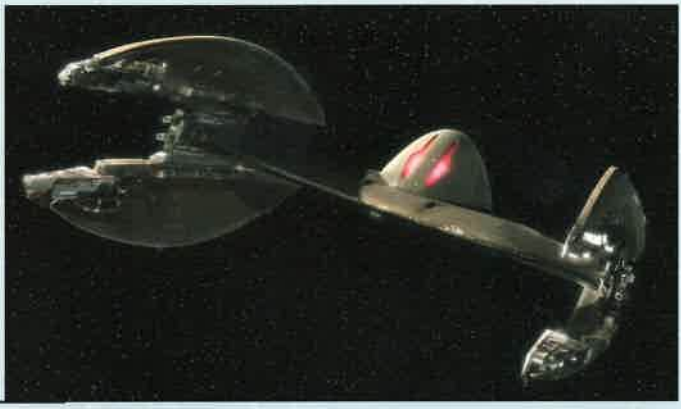

Though Baktoid Armour Workshop tended to design ground vehicles, it also created the Single Trooper Aerial Platform (the STAP).



As it was being broken up following the failed invasion of Naboo, many of Baktoid Armour Workshop's designs were sold off to the Trade Federation's future CIS allies – for a profit, of course.

Partners In Terror

Baktoid Armour Workshop created a number of starfighters for the Trade Federation and the CIS. Many of these, including the *Vulture*-class starfighter, were designed and built in partnership with Haor Chall Engineering. Other projects included the *Hyena*-class droid bomber and the advanced droid bomber. After being targeted by the Republic during the Clone Wars, the remnants of Haor Chall were taken over by Sienar Fleet Systems.



Most of Baktoid Armour Workshop's designs shared a couple of key features. Firstly, the designers tended to favour a bestial look, basing their designs on vicious creatures from across the galaxy. Furthermore, almost all of its creations had the main power generating systems at the back of the vehicle, safely behind the thickest possible front armour.

DSD1 Dwarf Spider Droid

Although built by the Commerce Guild and tested during pacification of mining colonies, the DSD1 spider droid was one of Baktoid Armour Workshop's lasting design success stories. Though the Workshop itself was long gone, the dwarf spider droids were used by the Empire long after the Clone Wars.

OG-9 Spider Droid

Another Commerce Guild droid, the spider walker was an anti-vehicle weapon. It was often accompanied onto Clone Wars battlefields by DSD1 droids so that the smaller spider droid could keep infantry units from getting too close to the OG-9's. The designs for both the DSD1 and the OG-9 were purchased by the Commerce Guild as the Workshop was being dissolved.

Armoured Assault Tank

Almost as omnipresent on Clone Wars battlefields as the B1 battle droids that most often crewed them, the AATs were a huge success. A medium tank with excellent weapons and armour, the AAT was a serious threat to the Republic. Eventually, clone troopers discovered their PLX-1 missile launchers could take out an AAT with one shot, so long as they hit it in exactly the right place.

Single Trooper Aerial Platform

Patrolling groups of STAPs were one of the more feared units in the Invasion of Naboo, and this reputation continued throughout the Clone Wars. Though vulnerable and easily dispatched by prepared units, their speed and agility and relatively quiet repulsorlifts meant they were often able to surprise their opponents, to devastating effect.

Blasters

Baktoid Armour Workshop designed and manufactured a number of hand-held weapons for the Trade Federation. These included the E-5 blaster rifle, which was the standard weapon of the B-1 battle droids. Cheaply produced, it was powerful but inaccurate. The E-5s sniper rifle was an improvement, though it too lacked the accuracy of its Republic opposition, the DC-15x. When heavier fire was needed, there was the tripod-mounted double-barrel repeating blaster, which was essentially two scaled-up E-5 blasters operated by a single battle droid.

THE BEAUTY OF AVARICE

DESIGNING THE TRADE FEDERATION

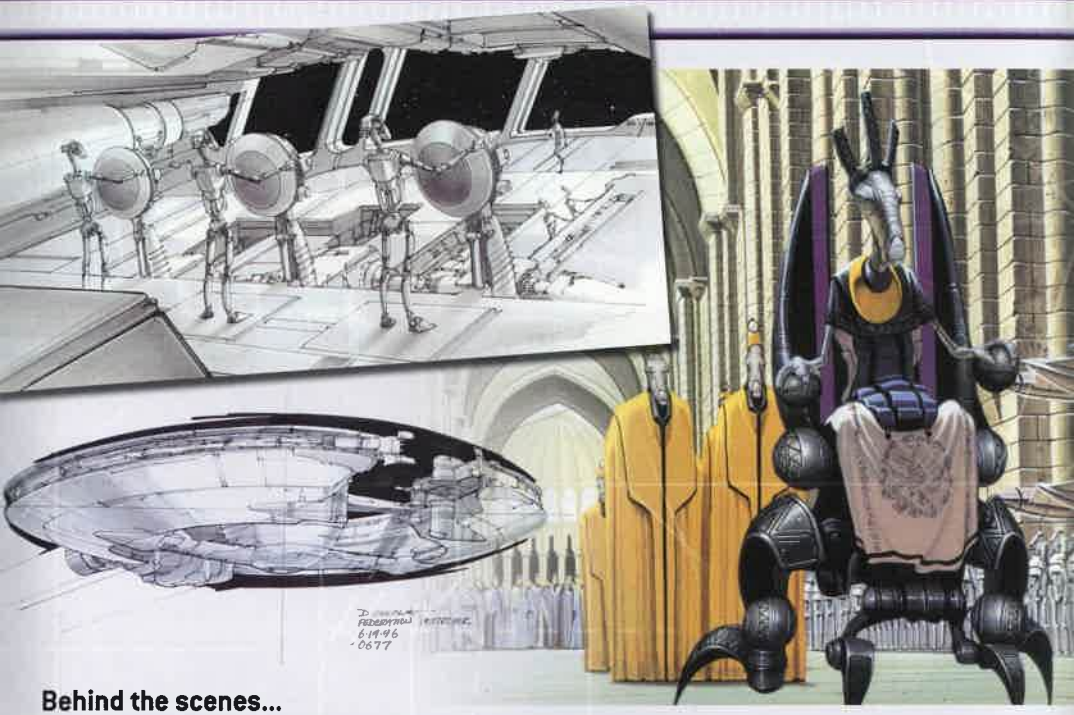
The Trade Federation invaders were the main villains of Episode I, and yet were merely a front for a far greater danger – the phantom menace hinted at by the film's subtitle. Impossibly wealthy, yet greedy for more, the rulers of the Trade Federation lived in opulent splendour, sending out droids to do their bidding.

In the book *The Art of Star Wars: Episode One*, Jonathan Bresman details some of the creative concerns behind the design process for the Trade Federation:

'A spoiled, cowardly lot, the Neimoidians generally employ droids to conduct the physical aspects of their skulduggery, to avoid getting their hands dirty. Because the Neimoidians eschew all physical activity, George Lucas specified that their bodies should appear weak and frail, their muscles atrophied. The result would be rich, repellent old beings who rely on their silent, mindless robotic workforce to meet their every physical need, leaving them free to conspire and scheme.'

Bresman tells how the nature of the Neimoidians was reflected in their clothing. 'Neimoidian clothing has a rich, decadent look to it. Based on kabuki costumes, their robes and crowns look like some *nouveaux riches* attempt to bestow upon themselves the trappings of nobility. Underneath it all, however, the Neimoidians would prove to be wretched, grotesque weaklings who rely entirely too much on their technology.'

Of that technology, Jonathan Bresman points out the design aesthetic behind the Trade Federation's military. 'Their landing fleet was designed to display a predatory, animalistic look, and so the ships are based on lions, elephants and dragonflies. As for the Neimoidian battleships, they are a

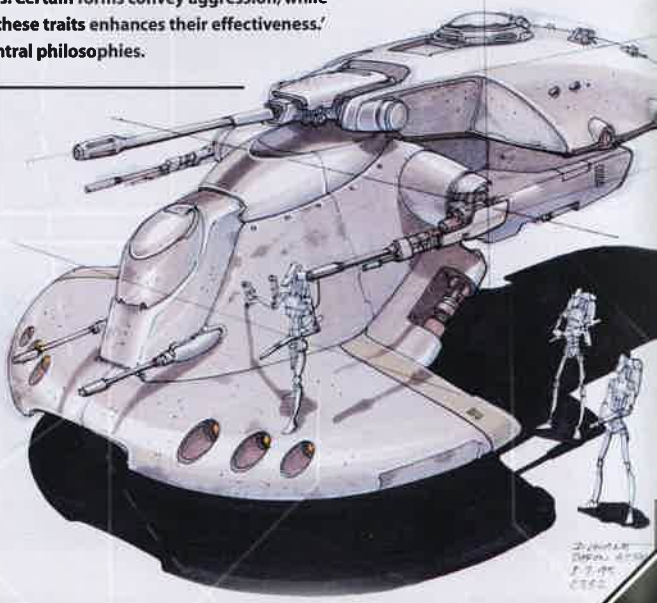


Behind the scenes...

'We adhered to George's design philosophy of combining, in unusual ways, seemingly unrelated concepts to create striking forms... We strove to create designs that would elicit intellectual as well as emotional responses. Certain forms convey aggression, while others invite comfort. Imbuing our works with these traits enhances their effectiveness.' Doug Chiang on the Episode I design team's central philosophies.

testament to the treachery of the Trade Federation. Built to look like innocent freighters, they are actually heavily armed, and contain entire concealed armies of battle droids.'

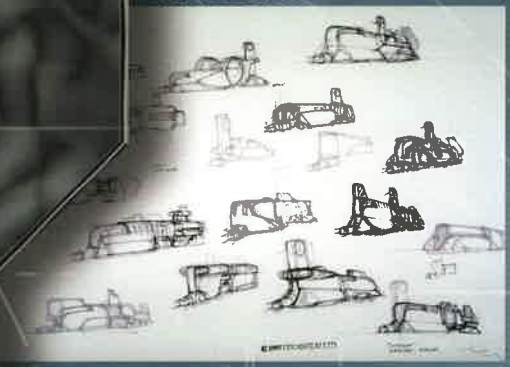
Bresman goes on to describe the way the look of the battleships developed. 'Lucas wanted the battleship to have a retro-saucer look but felt it needed a distinct sense of front and rear. [Design Director, Doug] Chiang achieved this by adding an antennae and a docking section to one side, and a set of engines to the other. Lucas himself added the "bridge ball" to the centre for the finished design.'



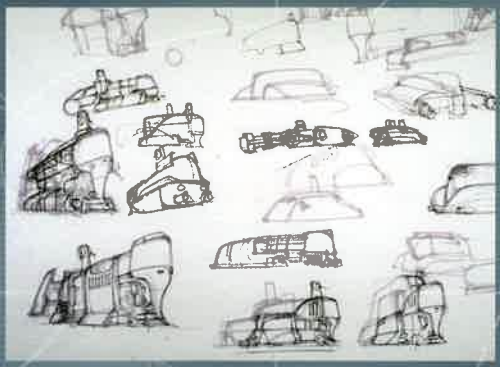
TAMING THE TUSKER

MAKING THE MULTI-TROOP TRANSPORT

MTT DESIGN

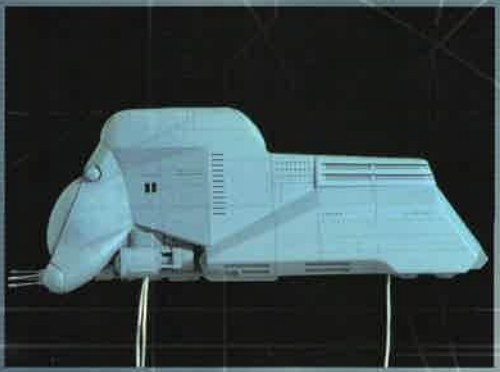


1 The initial brief to Doug Chiang was for a huge, locomotive-like vehicle capable of knocking everything out of its way, as early sketches show.



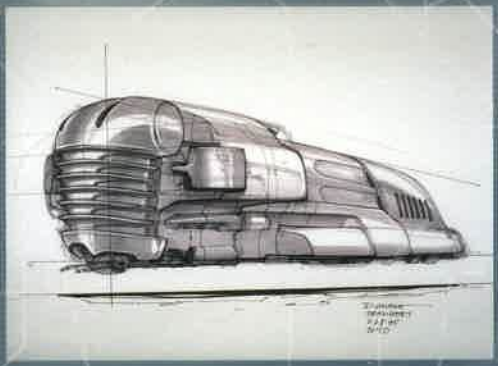
2 For a time, Chiang continued to develop the battering-ram look. Above: One of the more developed designs.

5 George Lucas liked that design, and Chiang refined it further.

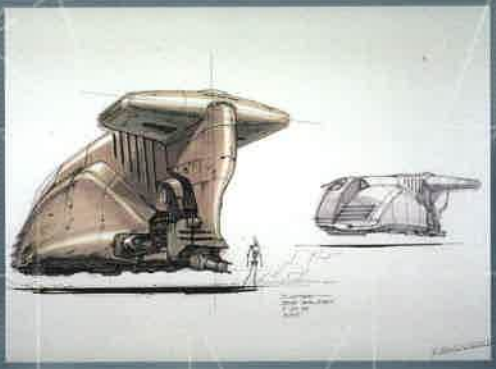


6 A production model was built of the MTT. This is the unpainted version.

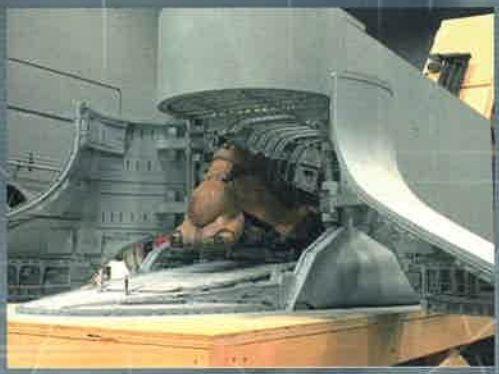
'The MTT troop transport vehicle was designed to subliminally resemble a charging bull elephant. Although not immediately recognisable, these elephant features, on a subconscious level, reinforce the MTT's fearsome quality.' Doug Chiang, Design Director for Episode I



3 Later, Chiang went for a design that looked a little like the body and barrel of a hand gun, as seen in the concept visual above.



4 Finally, Doug Chiang looked to nature, which inspired this vision of a vehicle with an elephant-like forehead and tusks.

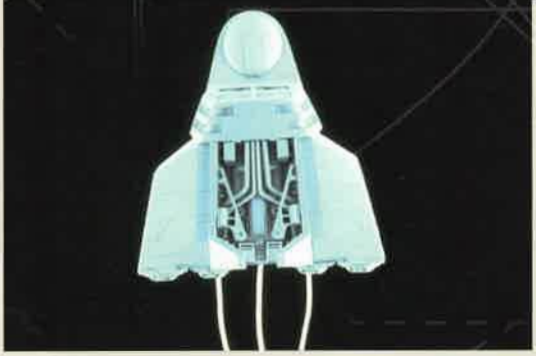


7 The finished version of the MTT, seen here in an unfinished version of the landing craft.

8 The MTT model was used for lighting samples for the creators of the CGI version.

1 Baktoid Armour Workshop's chief designer had one overwhelming passion in life. What was it?

2 What is this ghostly object?



3 Who was the last Viceroy of the Trade Federation?

ANSWERS:

1. Baktoid's chief designer revealed to his friend Raith Sienar that he was obsessed with tanks. Maybe that's why the AAT was so effective...

2. This is a rear view of the unpainted MTT production model. Note the cables running into it to provide interior lighting.

3. The last Trade Federation Viceroy was Nute Gunray. The unfortunate Sentepeth Findos was only ever Acting Viceroy, and then only until he had signed all Trade Federation assets over to the Empire.

DA SOOCHA – DATHOMIR

Da Soocha

Region: Outer Rim Territories
System: Cyax System

This planet in Hutt space remained unexplored because of the high regard the Hutts had for its star. They believed the planet was covered in a living ocean. The Rebel Alliance later discovered that it was an ocean world and it was settled by Mon Calamari refugees.

Dac (Mon Calamari)

Region: Inner Rim Territories
System: Calamari System

Called Mon Calamari by human explorers from the Republic, Dac teemed with life. It was fought over by the Quarren and Mon Calamari before they came together to drive the Empire from their world, helped by the Rebel Alliance. The vast Mon Calamari Shipyards orbited the planet.

Dagobah

Region: Outer Rim Territories
System: Dagobah System

The location of this swampy, humid world was lost for a long time when Count Dooku wiped 37 planets from the Jedi Archives. Long before Dooku's treachery, a dark Jedi had been killed on Dagobah, and the dark side echoes of his passing corrupted parts of the planet. Yoda hid there during the Great Jedi Purge.

Dantooine

Region: Outer Rim Territories
System: Dantooine System

A pleasing world of rolling grasslands and picturesque lakes, Dantooine was sparsely colonised by humans and many other species. It was home to a Jedi training enclave and, many centuries later, was briefly the site of the principal base of the Rebel Alliance.

Danuta

Region: Mid Rim
System: Colavas System

This unremarkable mining planet held a large Imperial Security Bureau research installation. It was from here that freelance agent Kyle Katarn, later a Jedi Master, stole a partial set of plans to the first Death Star station. After that embarrassment, the ISB abandoned the planet.

Dathomir

Region: Outer Rim Territories
System: Dathomir System

Though a lush, beautiful planet, it was also dangerous, thanks to the presence of the Force-wielding Dathomir Witches and their rancor mounts. Settled by humans and others, the principal native sentient race on Dathomir was the rancor, too easily dismissed as mindless brutes.

IN THIS ISSUE

WITH ISSUE 65: TRADE FEDERATION MTT

Model unavailable for photography at time of going to print.

IN YOUR NEXT ISSUE

WITH ISSUE 66: HYPERSPACE DOCKING RING

Model unavailable for photography at time of going to print.

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